

**ATTIC BOX GAMES**  
**UPDATE**  
**FEBRUARY 2026**



## GENERAL

Welcome, to the February edition of our monthly update. An easy way to follow the game's progress every now and then.

- This month's work was all about implementing more notes and storytelling into Mistlight Dungeon. Major improvements to the physicsgun have also been made, for more immersive gameplay.

## HIGHLIGHTS

This section shows the “highlights” of the team’s effort this month. These achievements can also be seen as milestones we’ve reached that significantly impacted the development progress in a good way.

### 12 new notes in Mistlight Dungeon

We have added a bunch of new notes to Mistlight Dungeon, elaborating on the story unfolding. Doctors logs on patient records and experiences of those locked up in the facility are now scattered throughout the level.



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### Improvements on the Physicsgun

New scripts on interactive objects makes for a more realistic and immersive feeling to the game.



# DEVLOG

This section shows a variety of small changes, adjustments and bug fixes we implemented in the game. As the saying goes “the details make the design”.

## Quests, Puzzles & Maps

- Improved Path finding in the Mistlight Dungeon
- Decorated final room in the Mistlight Dungeon

## Miscellaneous

- Added lore notes in Mistlight mansion